

ABSTRACT

34 Province of Indonesia has introduced to elementary school students through subjects of Social Sciences. However, the majority of students are less interested in reading textbooks. The cause is the textbook can only be read and looked boring for students. This final project examines how to design an interesting learning media in order to foster student interest in learning to recognize the provinces of Indonesia and its culture. Board games are one of the alternative media that can be used in teaching and learning activities in the classroom. Therefore, by using the board game Hayo Indonesia as a learning media, students can learn to recognize the provinces in Indonesia and its culture in a fun way.

Keywords: designing, board game, province, Indonesia, elementary school.